NES— HU —USA

SUNSOFT™

for the Nintendo Entertainment System®

SPY HUNTER™

INSTRUCTION MANUAL

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Nintendo
Entertainment System®

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Congratulations, and thank you for purchasing the SUNSOFT "Spy Hunter™" game pak. Spy Hunter™ is the fastest, craziest espionage thriller to hit the arcade . . . and now it's yours for play on the Nintendo Entertainment System®, in this brand new exclusive home release.

TABLE OF CONTENTS

Mission Objective - Precautions ____ 2

Control Functions ____ 3

How to Play ____ 4

Your Weapons ____ 6

Enemy Agents ____ 8

Road Hazards ____ 11

Helpful Hints ____ 12

YOUR MISSION

Pilot your vehicle through the track. Seek and destroy enemy agents who will use every means to wipe you out. You must avoid the road hazards and protect the friendly pedestrian vehicles. There's terror at every turn — tire slashers, torpedos, bomb dropping helicopters — standing in your way of the most diabolical collection of enemy agents ever to hit a video screen. You have your skill and reflexes along with Smoke screens, Oil slicks, and Heat seeking missiles to outmaneuver your opponents. One mistake and it's all over. So strap yourself in, no need to check your ammo. You've got more than enough; and take the challenge. Be:

SPY HUNTER™

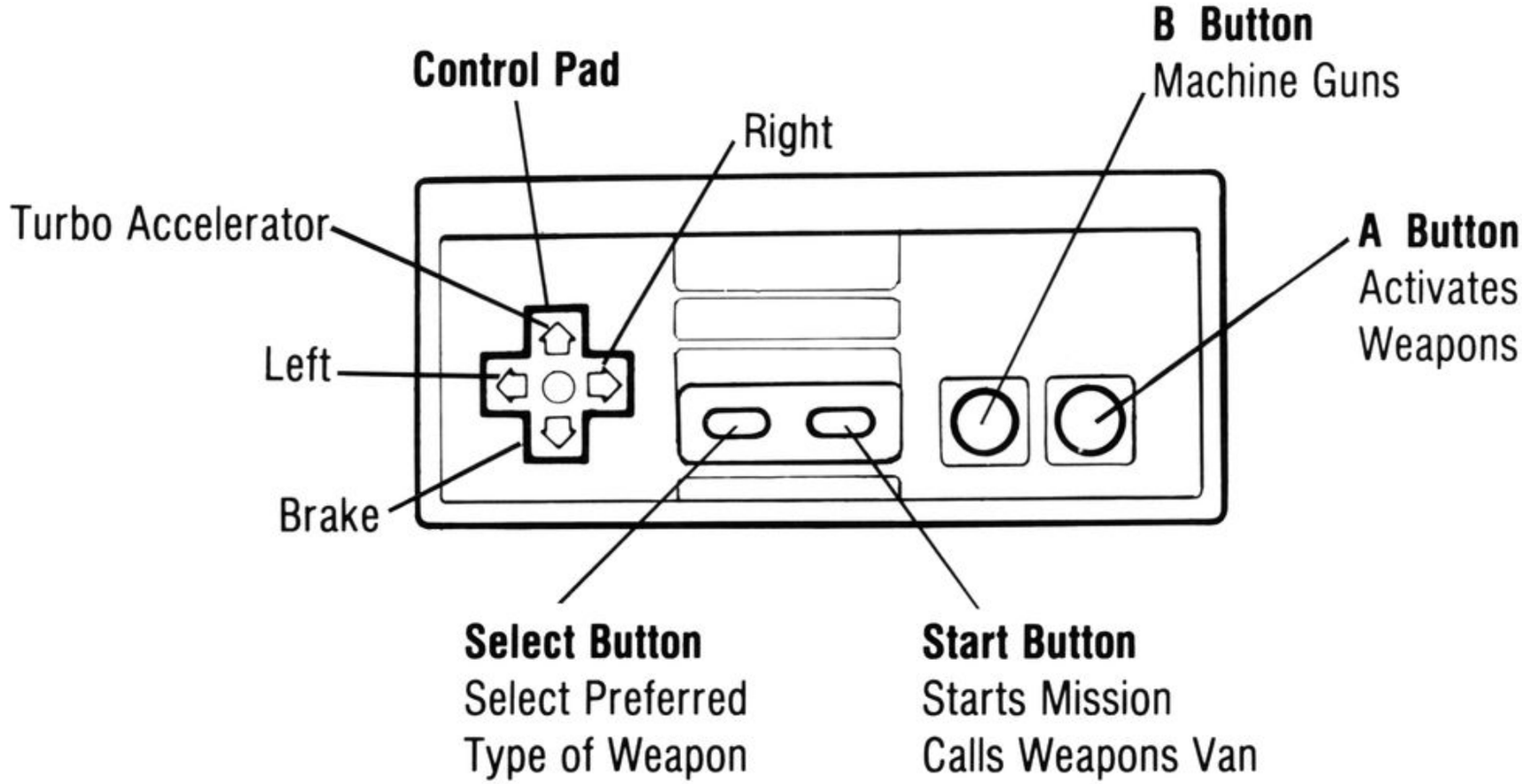
PRECAUTIONS

Be sure to turn the power OFF before inserting the cartridge or removing it from the computer.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

CONTROL FUNCTIONS



Quickly select the type of weapon (if you have any) from your arsenal, then depress the "**A**" button to use weapon.

HINT: Heat-seeking missiles only destroy the enemy helicopters.

Press the "**A**" button on the "Player 2 Control" to pause action.

HOW TO PLAY

You will receive one extra racer if you score 10,000 points before the timer in the lower right corner counts down to zero. Thereafter an additional racer will be awarded every 30,000 points. Up to 5 additional cars are available for extended play.

Your car will turn into a speed boat when it enters the boat house located on the river bank. The speed boat will contain all the weapons that were available to the car at that time.

No new weapons can be earned while in the river.

Acquire weapons by driving into the rear of any weapons van with the ramp down.

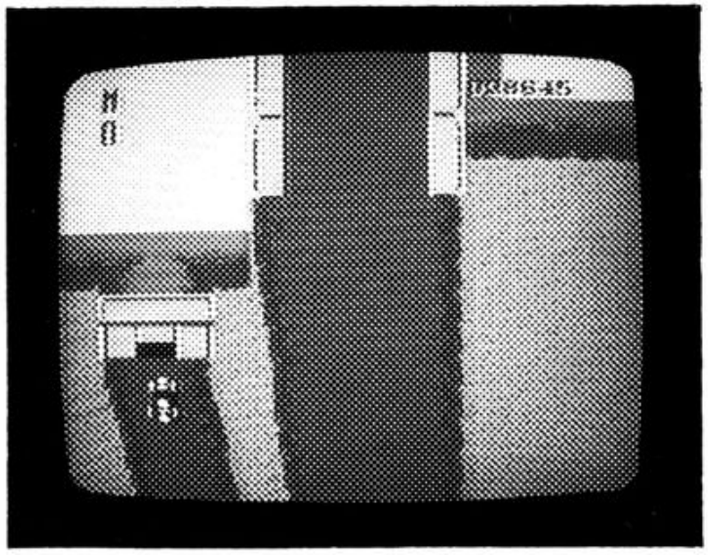
Your turbo racer will be disabled upon contact with a tire slasher or bomb, when hit point blank by the gunman in the limo, when hitting a bomb crater, when you collide with another vehicle moving at a much different speed, or when you leave the shoulder.

Your speed boat will be disabled when being hit by a torpedo or bomb, hitting a barrel, colliding with a boat going a different speed, or when leaving the river bank.

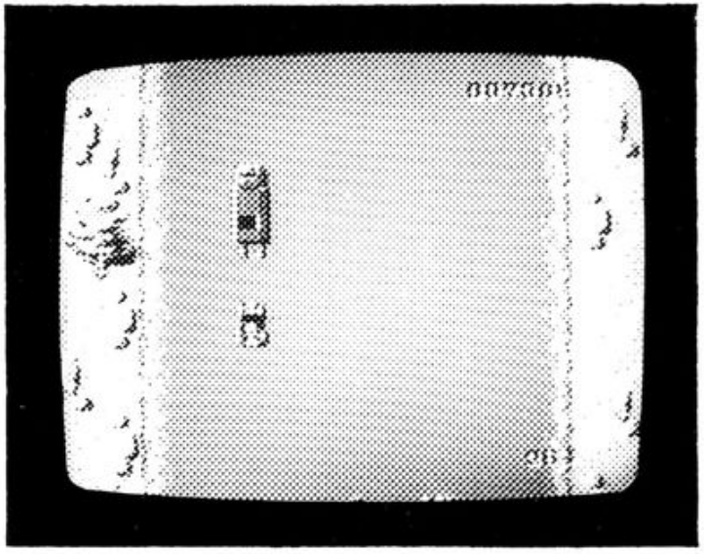
All enemy vehicles are blue except the helicopter.

Available weapons are displayed in the upper left corner.

SPY HUNTER™ is a one-player game.



Boathouse



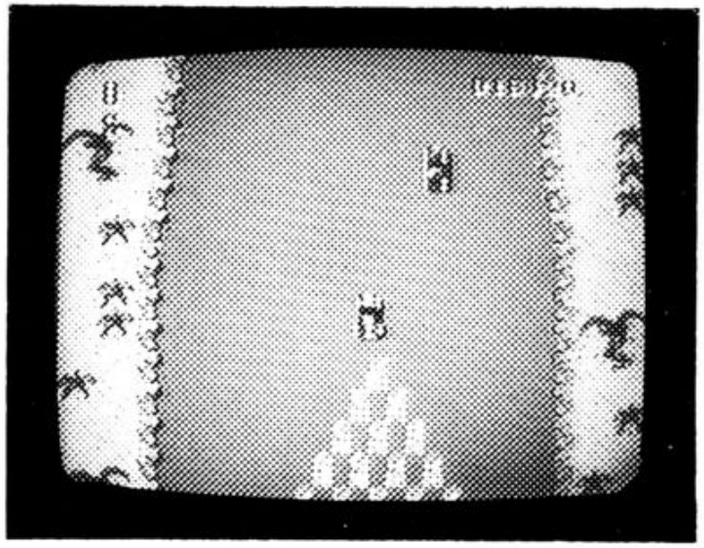
Weapons Van

YOUR WEAPONS

Along with your machine guns, you have a choice of a few other devastating toys.

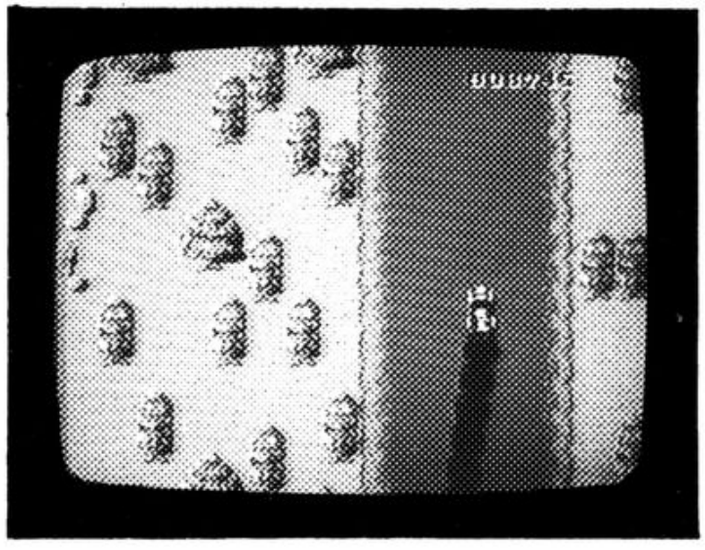
A

SMOKE SCREEN — Used to slow down any surface vehicle foolish enough to come up from behind.



B

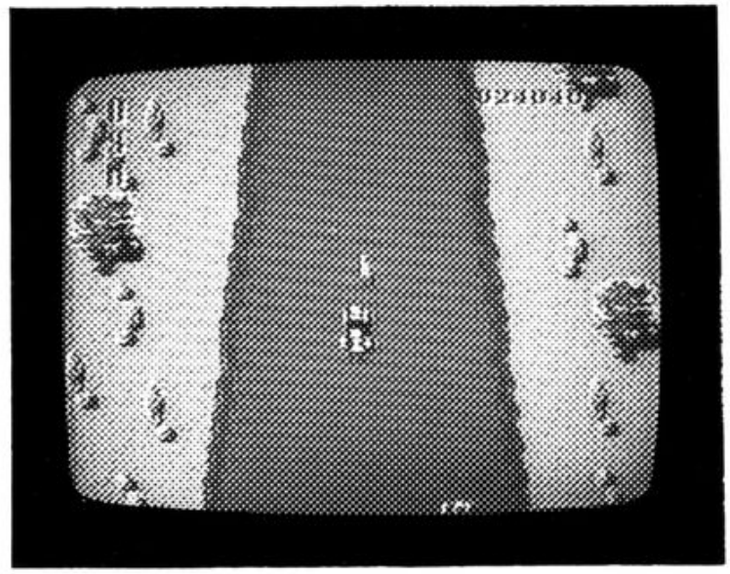
OIL — Rear mounted nozzle sprays a layer of oil on the road to eliminate any surface vehicle from behind your racer.



C

MISSILES — Heat-seeking missiles which destroy the enemy helicopters.

NOTE: ALL NON-ENEMY VEHICLES YOU KILL WILL DISABLE POINT SCORING MOMENTARILY.



OBTAINING WEAPONS

Call weapons van with start button. (Weapon vans are only available as you travel into a new territory.)

Align your turbo racer directly behind weapons van ramp and accelerate into van.

Once inside the van, your car will be loaded with the weapon appearing on the top of weapons van.

Your racer will then be dropped off on the side of the road to continue your mission.

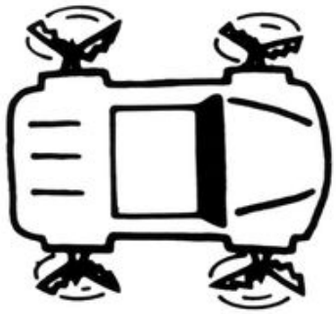
ENEMY AGENTS

Your opponents come from all points of the world with only one objective: DESTROY THE SPY HUNTER™!

They have numerous weapons of their own at their disposal:

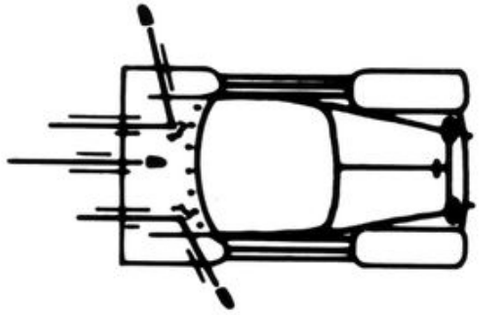
Tire Slashers

Specially designed cars equipped with tire slashers capable of disabling your turbo racer.



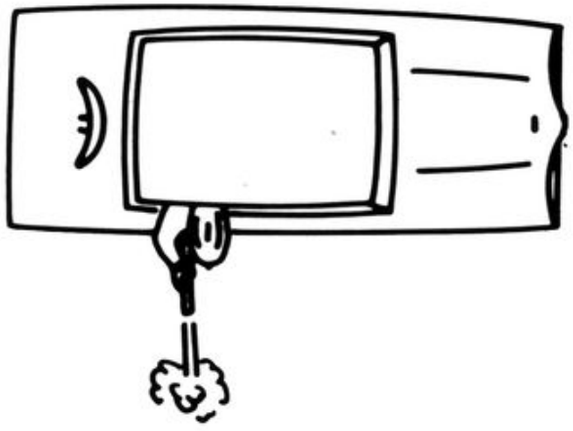
Bullet Proof Bullies

Cars equipped with bullet proof rear armor and capable of pushing your car off the road.



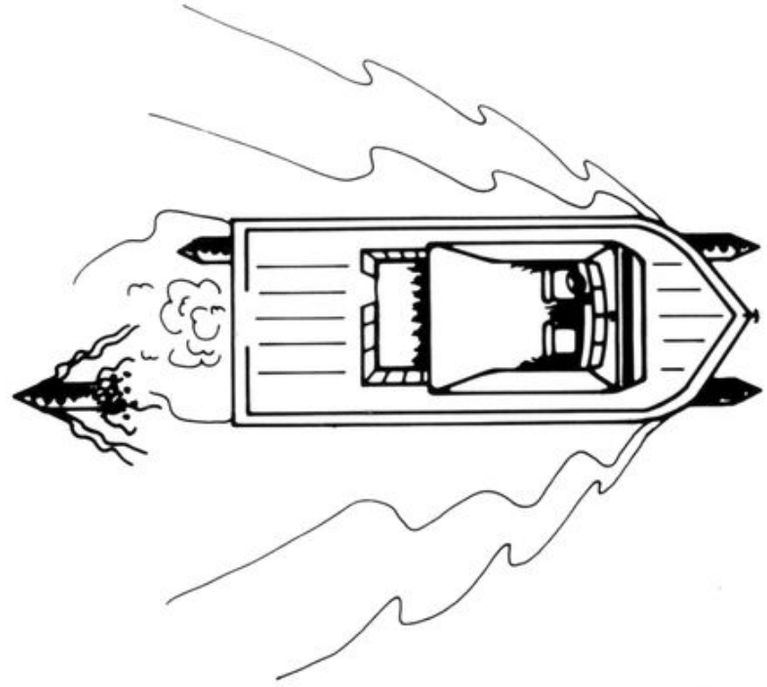
Limousines

Limousines, piloted by enemy agents equipped with shotguns and capable of shooting from either side of the rear seat.



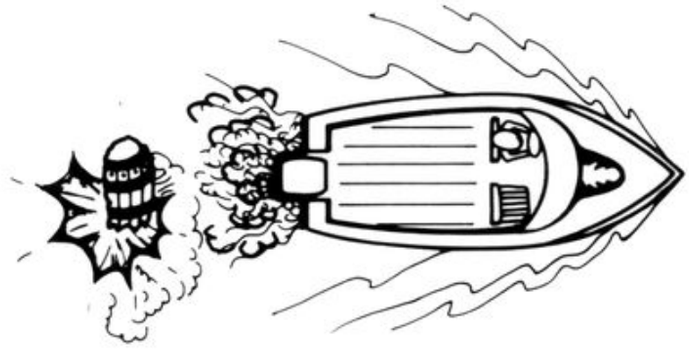
Cruise Boats

Cruise boats equipped with two front/rear torpedo tubes.



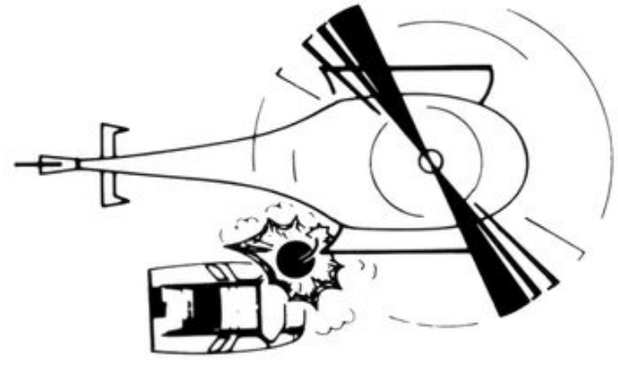
Speed Boats

Speed boats dropping barrels that explode on contact.



Helicopters

Enemy helicopters, equipped with bombs.

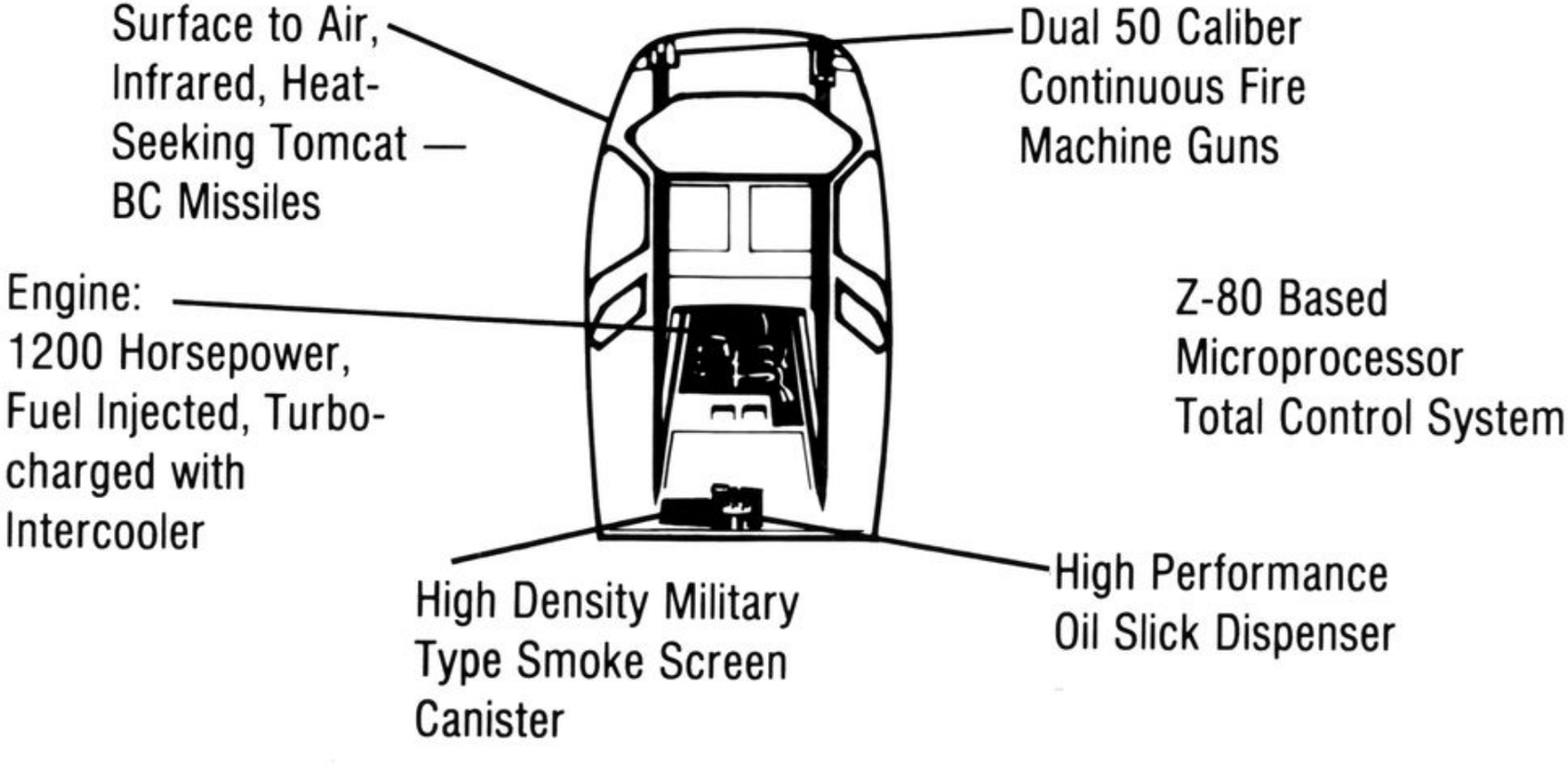


DESTROYING ENEMY VEHICLES

Your racer is equipped with two front mounted machine guns. They are capable of disabling all enemy agents except cars equipped with bullet proof rear armor, and the bomb dropping helicopters.

Throughout the game, additional weapons may be earned.

G-6155 C.I.A. PROTOTYPE INTERCEPTOR
(With Marine Counterpart)


Surface to Air, Infrared, Heat-Seeking Tomcat — BC Missiles
Dual 50 Caliber Continuous Fire Machine Guns
Engine: 1200 Horsepower, Fuel Injected, Turbo-charged with Intercooler
Z-80 Based Microprocessor Total Control System
High Density Military Type Smoke Screen Canister
High Performance Oil Slick Dispenser

ROAD HAZARDS

As you maneuver down the road at break-neck speed, destroying your enemy, you must remember the people you're here to protect. The friendly vehicles make your job difficult because of their slow speed and unpredictable behavior. They are not hostile and should not be fired upon.

Other road hazards include:

Ice on the road —

Water puddles on the road —

Craters in the road — from bombs.

HELPFUL HINTS

1. It is inadvisable to pass enemy agents on a straight road. Try to run them off the road, or wait until there are curves.
2. Oil is one of the most effective ways of dealing with trailing enemy agent ground vehicles.
3. When coming to the forks in the road, try to lure the enemy vehicle to the opposite road you intend to take.

The rest is up to you! Good luck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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